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REMARKS

Applicant respectfully requests further examination and reconsideration in view of the above amendments and arguments set forth fully below. Claims 1-21 were previously pending in the instant application. Within the Office Action, Claims 1-12 and 16-18 have been rejected and Claims 13-15 and 19-21 have been objected to. By way of the above amendment, Claims 1, 5, 16 have been amended and Claims 3, 7 and 18 have been canceled. Accordingly, Claims 1, 2, 4-6, 8-17 and 19-21 are now pending in this application.

Objection to Claims 10-21

Within the Office Action, Claims 10-21 have been objected to for the following informalities: Claim 10 includes an unnecessary comma on line 3 after "main body" and Claim 16 is unclear because the Claim 16 does not include a transition phrase to indicate where the preamble of the Claim ends and the body of the Claim starts. By way of the above amendment, the unnecessary comma in Claim 10, after the phrase "main body," has been deleted and transition phrases including the word comprising have been added to Claim 16 making it clear where the preamble of the Claim ends and the body of the Claim starts.

Rejections Under 35 U.S.C. § 103

Within the Office Action, Claims 1-2 and 16-18 been rejected under 35 U.S.C. § 103(a) as being unpatentable over U.S. Patent No. 5,766,077 to Hongo (hereafter, Hongo) in view of U.S. Patent No. Takasaka et al. (hereafter, Takasaka et al.).

Within the Office Action it is suggested that Hongo teaches every element of the claimed invention *except* a video game controller adapter configured to engage a video controller, wherein the adapter is shaped to simulate a real life activity emulated by a video game and, wherein the adapter has input controls for actuating buttons of the video controller while engaged thereto. In the Office Action, it is further stated that Takasaka et al. teach an interactive video game control adapter for engaging a video game controller, wherein the adapter is shaped to simulate a real life activity emulated by a video game and, wherein control buttons of the video game controller are activated by corresponding input controls of the adapter.

Hongo teaches a video game controller that simulates a real life activity emulated by a video game. The controller of Hongo can be used alone or in combination with other hand-held controls. However, as stated within the Office Action, Hongo fails to teach or suggest a video game controller adapter that detachable engages a hand-held video game controller or a number

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of other distinguishing feature currently recited in the independent Claims 1, 5 and 16.

Takasaka et al. teaches a tablet unit which is mountable to a gaming video game device. [Takasaka et al., Abstract] The video game device according to Takasaka et al. is "an image device typically exemplified by a video game device for children is known an image device for playing a game by loading software in the form of a picture book in a game device and watching both the picture book and a TV monitor screen. [Column 1, lines 8-12] Takasaka et al. further goes on to say that "an example of such game device is shown in FIG. 18. A video game device 12 includes a foldable game device body 14. An upper lid 18 of the game device body 14 is taken off a bottom lid 15 thereof, and a picture book-type game cartridge 22 is inserted into a cartridge slot 20 provided in the inside of the upper lid 18. Four direction buttons 24 and an execution button 26 are provided on the left side of the inside of the bottom lid 16 of the game device body 14. Four direction buttons 24 and one execution button 26 are disposed on the left side of the inside of the bottom lid 16, a tablet 28 is disposed on the center thereof, and a touch pen holder 30 is disposed on the right side of the inside thereof." [Column 1, lines 13-24]

According to Takasaka et al., the tablet unit which is mountable on a game device in which information is inputted by contacting a touch pen to a tablet, comprising: a unit body to be mounted on the game device so as to cover the tablet; contact means to be connected to the touch pen, for contacting the tablet; and operating means for operating the contact means so as to change a contact position of the contact means contacting the tablet, the contact means connected to the touch pen being contacted to the tablet to input command information in the game device. [Column 2, lines 3-12]

While Takasaka et al. appears to teaches a tablet unit which is mountable a "image" game device with a touch pad for operating the touch pad through controls of the tablet unit, Takasaka et al. fail to teach of suggest a video game control adapter for detachably engaging a hand-held video game controller, wherein the buttons of the hand-held video game controller are operable through corresponding input controls of the adapter and wherein the video control adapter is configured to simulate a real life activity emulated by the a video game. These distinguishing features and combination of distinguishing features are now recited in the independent Claims 1, 5, and 16

Specifically, the independent Claim 1, is directed to video game system comprising an output screen a hand-held video game controller having control buttons for inputting commands to manipulate images on the output screen through a cord, video game software interfacing between the video game controller and the output screen and an interactive video game controller adapter detachable engaged with the video game controller and shaped to simulate the real-life

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activity emulated by the video game, wherein the control buttons of the video game controller are activated when the corresponding input controls of the adapter are activated.

Claims 2 and 4 are both dependent on the independent Claim 1. As described above, the independent Claim 1 is allowable over the teachings of Takasaka et al., Hongo and their combination. Accordingly, Claims 2 and 4 are also both allowable as being dependent upon an allowable base claim. 5.

The independent Claim 5 is directed to video game input device comprising a hand-held video game controller having control buttons for inputting commands to manipulate video game images on an output screen of a video game system through a power cord and an interactive video game controller adapter detachably engaged with the video game controller and shaped to simulate the real-life activity emulated by the video game, wherein the control buttons of the controller are activated when the corresponding input controls of the adapter are activated.

Claims 6 and 8-15 are all dependent on the independent Claim 5. As described above, the independent Claim 5 is allowable over the teachings of Takasaka et al., Hongo and their combination. Accordingly, Claims 6 and 8-15 are all also allowable as being dependent upon an allowable base claim.

The independent Claim 16 is directed to an interactive video game controller adapter for detachably engaging with a hand-held video game controller, the interactive video game controller adapter comprising a body shaped to represent the unique characteristics of a video game, the interactive video game controller adapter further comprising input controls configured to manipulated activate control buttons on the a hand-held video game controller and thereby manipulate images of a video game on a remote screen coupled to the hand-held video game controller.

Claims 17 and 19-21 are all dependent on the independent Claim 16. As described above, the independent Claim 16 is allowable over the teachings of Takasaka et al., Hongo and their combination. Accordingly, Claims 17 and 19-21 are all also allowable as being dependent upon an allowable base claim.

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For the reasons given above, applicant respectfully submit that the Claims 1, 2, 4-6, 8-17 and 19-21 are now in condition for allowance, and allowance at an early date would be appreciated. Should the Examiner have any questions or comments, the Examiner is encouraged to call the undersigned at (408) 530-9700 to discuss them so that any outstanding issues can be expeditiously resolved.

Respectfully submitted,
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Dated: _____

By: _____

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